No-Trump Opening Bids and Responses

Advantages

- Opening NT communicates a lot of information about your hand
 - Number of high card points (HCP)
 - Balanced shape
- Partner then serves as captain of the auction
 - Are there 25+ HCP between the hands? Then bid game! (3NT, 4♥/♠)
 - Is it *possible* that there are 25 HCP between the hands? Then investigate game! (Are there 32+ HCP between the hands? Then bid slam!)
 - Is there an 8-card major suit fit? Then set contract in that suit (usually)!
- Responses force strong hand to declare, keeping the hand with most points hidden (usually)

What you need

- A balanced hand
 - No more than one doubleton
 - No singletons, voids
 - Possible distributions are thus: 5-3-3-2, 4-4-3-2, and 4-3-3-3
- A specific number of HCP
 - Open 1NT with 15-17 HCP
 - Open 2NT with 20-21 HCP
 - Open 2C, then rebid 2NT, with 22-24 HCP
 - Open 2C, then rebid 3NT, with 25-27 HCP
 - Etc.

Some examples – what do you bid?













Some examples – what do you bid?





1♦: only 14 HCP

1NT: 16 HCP, balanced (even with five-card major)



AKJ6A87QJ104K3

1♦: 20 HCP, but not balanced

1♣: 18 HCP, too many to bid 1NT (see later)



AKJ9AK2AQ4974 *******

1NT: 17 HCP, balanced

2NT: 21 HCP, balanced

Responding to NT opening – transfers

- Do you have a 5-card major? Use a <u>Jacoby transfer</u>
 - Bid one below your suit at the next highest level (e.g., bid 2♦ if you have five hearts, bid 2♥ if you have five spades over 1NT)
 - Partner <u>must</u> accept transfer by bidding your suit! Partner can "superaccept" by bidding suit at a higher level
- Do you have a 6-card minor? Use a minor transfer
 - Bid ♠ to force partner to bid clubs. Bid ♠ to force partner to bid diamonds.
 - Typically this bid should only be used with a weak hand
 - < 8 HCP over 1NT, < 4 HCP over 2NT

Responding to NT openings - Stayman

- Over 1NT, bid 2♣ with 8+ HCP and a four-card major suit (3♣ over 2NT)
 - Partner responds with 2\$\ightarrow\$ with no four-card major
 - Partner responds with 2♥ with four hearts
 - Partner responds with 2♠ with four spades (and not four hearts)
- Bid game with 25+ HCP known (10+ HCP in your hand)
 - Otherwise, raise $2\heartsuit/\spadesuit$ to $3\heartsuit/\spadesuit$ with an 8-card fit to show 8-9 HCP (invitational)
 - Bid 2NT to show invitational points and no 8-card fit
- Responding to 1NT with no four-card major:
 - Pass with 0-7 HCP
 - Bid 2NT with 8-9 HCP (invitational)
 - Bid 3NT with 10-14 HCP (game)

Some examples – what do you bid after 1NT?













Some examples – what do you bid after 1NT?



Bid $2 \clubsuit$. If P bids $2 \spadesuit$, bid $3 \spadesuit$ (invite to $4 \spadesuit$), else bid 2NT.



Pass. Too weak, and only 5 \Diamond



Bid $2\heartsuit$. Partner will accept transfer by bidding $2\clubsuit$, then you will pass (too weak).



Bid $2\diamondsuit$. Partner will accept transfer by bidding $2\heartsuit$, then you will bid 3NT (choice of games, 3NT or $4\heartsuit$).



Bid 2♠. Partner will accept transfer by bidding 3♣, then you will pass.



Bid 3NT. Easily enough points for game, and no likely major suit fit.

"1 ½ NT"

- What to do with 18-19 HCP, balanced?
- Open with 1X as normal
 - If partner responds 1Y, bid 2NT next to show 18-19 HCP

• Partner can bid **New Minor Forcing** (bidding the lowest unbid minor) as quasi-

Stayman. No transfers.

New minor forcing: 8+ HCP I can bid 3♥ with 4 hearts or 3♠ with 3 spades (secondary support)

